

SKILLS

Characters in Cepheus Light use different skills to confront the challenges awaiting them among the stars, from piloting a starship to shooting a laser. Skills are the character's greatest asset. Skilled characters are competent: Skill-1 is employable, while Skill-3 denotes professional expertise and knowledge.

Below are the skills used by these rules:

Admin: administration and dealing with bureaucracies and the law. Also covers forgery.

Aircraft: controlling and using atmospheric aircraft.

Animals: the care and training of animals. Also covers riding and general agriculture.

Athletics: the ability to exert oneself physically. You may add the Athletics skill to appropriate physical characteristic rolls. This skill is never rolled unskilled.

Carousing: the art of mingling in social settings to achieve your goals. Also covers gambling.

Computer: programming, working with computer hardware, and hacking. This skill also covers the use of sensors and communications gear.

Deception: convincingly avoiding the truth and misleading other people.

Demolitions: working with explosives to blow stuff up! This skill also covers defusing said explosives before they blow up!

Driving: controlling and using ground vehicles.

Engineering: use and maintenance of starship drives and power plants.

Grav Vehicles: controlling and using gravitic vehicles.

Gun Combat: using small arms, crossbows, and bows in combat.

Gunnery: using vehicle-mounted or spaceship-mounted weapons.

Heavy Weapons: using plasma guns, rocket launchers, and other portable support weapons.

Investigation: this skill combines keen observation, forensics, research, and detailed analysis.